Killscreen Initiated by Joseph D. Smith

Killscreen Initiated is the new trading card game idea of the century! Every single card may be used in some fashion or another, to either defend yourself, or to attack your opponent.

This game uses what I would like to call "Credits", which are the cards in your deck, that you must discard from the top of your deck to pay for the Credits. The cards will always stay on the table, unless removed by an opponent, or by the controller. Every time you use any cards, even ones that are already on the table, you must pay their Credits costs.

The Credits may be used for anything, such as bringing back cards from the Graveyard (your discard-pile), where you would have to pay the Sacrificial Points of the card you are Sacrificing, where you must sacrifice one of your own cards by paying the Sacrificial Points, which are an indicator of how many Credits you need to spend to bring the card back from the Grave, to put into your hand.

The objective of the game is to render your opponent useless, where they can't play anymore. Most of the time it would be due to running out of cards to draw on their next turn.

Killscreen Initiated is based on the idea of spending credits at an arcade, or even managing your finances!

Have fun with this one! And feel free to implement this and create your own games with this model.

~Joseph D. Smith, The Legendary Graduate. - 16/03/13 12:16 A.M. C/T Glasgow, KY, USA.